SUPERHERO LEAGUE OF HOBOKEN™

Game Manual

Legend Entertainment's

Technical Support

CompuServe E-Mail 72662,1021

From the continental U.S. call toll free
9:00 a.m. - 5:00 p.m. weekdays EST/EDT 1-800-658-8891
(NO HINTS WILL BE GIVEN ON THIS NUMBER)

From Canada and other locations
9:00 a.m. - 5:00 p.m. weekdays EST/EDT 703-222-8500

Hint Information

Children under 18 must obtain parents' permission before calling the following numbers.

24-Hour Hint Line
From the entire United States
1-900-933-2583 ($.75 per minute) 1-900-933-CLUE

From Canada
1-900-451-3615. ($.95 Canadian per minute) 1-900-451-3615

A Touch Tone phone is required

Hint books are available, to order call 1-800-658-8891 or 703-222-8515
($9.95 + shipping/handling)

Executive Offices
(Please do not call this number for technical assistance or hint information)

Legend Entertainment Company
P.O. Box 10810
14200 Park Meadow Drive
Chantilly, Virginia 22021
703-222-8500

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In addition to this manual, your game package should contain the following elements:

One CD-ROM Disc
Warranty Card

Installation and Music Configuration

Installation

You can play this game with either a minimum or optimum installation to your hard disk. To fully understand your options, review the README file on the CD-ROM disc and follow the instructions.

The CD-ROM version of Superhero League of Hoboken requires an IBM compatible computer with an 80286 processor or better, 640K of memory, MS-DOS version 5.0 or above, a VGA or Super VGA graphics card, a CD-ROM drive, and a hard drive. You will need about 6,500,000 bytes of free space on your hard drive in order to install and play the game. Before installing the game, we recommend that you check to make sure your mouse driver is loaded and that you have enough free memory to load and play the game.

The installation process is quite simple:

1. Place the CD in your CD-ROM drive.
2. Go into DOS (bring up the > prompt on the screen).

   If you normally use Windows, make sure you exit Windows by using the mouse to select FILE, then EXIT. Do not use the MS-DOS icon to exit because this will bring up a DOS shell that looks like DOS, but still operates through Windows. Playing the game through Windows or any other menu program may cause sound, memory or graphics problems.
3. Switch your DOS prompt to the drive letter for the CD-ROM drive. You can do this by typing the CD-ROM drive letter followed by a colon, then pressing the <ENTER> key. For example, if your CD-ROM drive is set up as drive D:, type D:<ENTER>.
4. To view the README text file, type TYPE README.TXT¦MORE.
5. Type INSTALL <ENTER> to run the installation program.
6. Follow the installation instructions on the screen.

Following the installation, you will return to DOS in the game directory. This directory will be on your CD-ROM drive, if you selected the minimum installation, or your hard drive for the optimum installation. Make a note of it so you will remember where to go next time you start your computer. To start the

game, switch directories to your game directory and type SLH <ENTER>.

Before playing the game, make sure that your mouse driver is loaded. You should also make sure you have enough free memory to load and play the game. For Superhero League of Hoboken you will need at least 580,000 bytes free.

To check your available memory type MEM <ENTER>; you should see:

<NUMBER> largest executable program size
<NUMBER> represents a value of 580,000 or greater.

Music and Sound

This game supports the following music technologies:

AdLib Music Synthesizer Card
Creative Labs' Sound Blaster and compatibles
Roland MT-32 and compatible MIDI sound modules including
Roland's MT-100, CM-32L, and LAPC-1

If you have an AdLib or compatible sound card, you will only hear music.

If you have a Sound Blaster or compatible, you will hear music, sound effects and voice.

If you have a Roland MT-32 and compatible MIDI sound modules you will only hear music. However, if you also have a Sound Blaster or compatible sound card you can play the sound effects and voice while keeping the music on your MT-32.

Superhero League of Hoboken plays MT-32 music using the MPU-401 interface. Please note that your MPU-401 interface must be fully compatible. Many of the new wavetable synthesis cards which use the MPU-401 UART mode will not work as they do not provide the MPU-401 timing services required by this game.

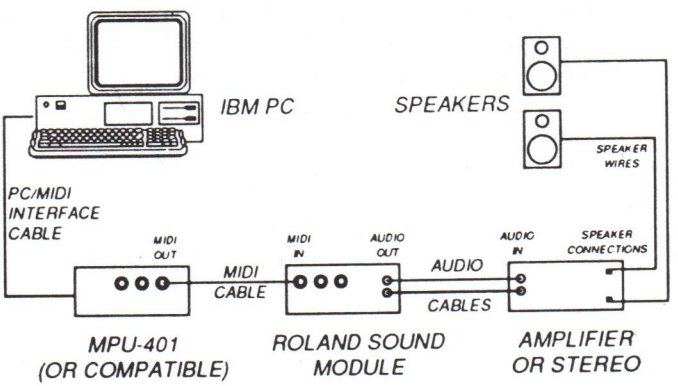
Roland MT-32, MT-100, CM-32L, AND LAPC-1 Owners

To use your MIDI sound module, make sure your equipment is configured as described below and as illustrated on the accompanying diagram. LAPC-1 owners may ignore items 1, 2, and 3.

1. A PC to MIDI Interface card is installed in your PC.
2. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.

3. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.
4. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.
5. One or two speakers are attached to the speaker connectors on your amplifier or stereo.

If you are having trouble getting your MIDI sound module to operate, check the troubleshooting section of this manual for a possible solution before calling Technical Support.



MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L

Quick Start for Experienced Gamers

If you want to jump right in and learn as you go, feel free. We have tried to make this process easy by providing an On-line Help feature that is always accessible. When you see something you want help with, simply position the mouse cursor over it and press the right mouse button. Explanatory text will appear on the screen.

If you still cannot figure out how something works, look up the screen you are having difficulty with in the section entitled, *Guide to Using the Game Screens*. You can also find the screen you are having trouble with by quickly paging through the subsections until you spot the picture of the screen you need help with.

If you are an adventure gamer who does not do much role playing and you really get stuck, try reading the entire section entitled *Hints for Novice Role-Players*. If you are a role player who does not play many adventure games, try reading the section entitled *Hints for Novice Adventure Gamers*.

Overview and Introduction to Game Play

This game is a balance between the genres commonly known as adventure gaming and role playing. In an adventure game, you become the main character of an evolving story. You advance the story by solving puzzles and interacting with characters. Most role playing games are also loosely based around an unfolding story and character interaction, but they can include many elements traditionally not found in adventure games: a party with multiple characters, a much bigger geographical area, multiple character statistics and attributes, weapons and armor, and combat with bad guys.

In this game, you play the role of the central character in our story. You are a Superhero known as The Crimson Tape. Your superpower (Create Organizational Charts) makes you the natural leader of a band of friendly mutants known as the Superhero League of Hoboken.

The game takes place approximately 200 years in the future in the post-apocalyptic wasteland of the northeastern United States. Along with the Superhero League of Hoboken, other Superhero Leagues have arisen to keep order, preserve ancient knowledge from before the collapse of society, and nurture the rebirth of a new society. Their activities are coordinated by the Commissioner of Superhero Leagues, who also maintains ranking and status information for all of the Leagues.

The Commissioner will assign a number of tasks to be performed by your League. Matilda, the League's mission computer, will provide briefings on the missions. After selecting a mission, you will assemble a party of Superheroes and set off across the wasteland of the post-collapse northeastern United States.

You will start the game with five assigned missions. As soon as you complete all of these missions, you will advance to a new level and be assigned another five new missions. As you move from level to level, your League will advance in rank and prestige. New Superheroes will join up and become available for inclusion in your party. Each level will involve exploration, discovery, character interaction, combat, and puzzle solving.

Five Major Game Play Activities

1. Selecting your party and learning about missions in the Headquarters of the League.
2. Traveling around the northeastern United States using the Travel Map.

3. Combat with bad guys.
4. Buying and selling stuff in marketplaces.
5. Solving puzzles in adventure game environments.

Because this is one of the more complex games that Legend has released, we have tried to provide as much help as possible regarding the mechanics of game play. Help is provided through extended sections of this manual and through *On-Line Help* within the game itself.

The sections of this manual dedicated to understanding game play are listed below.

Guide to Using the Game Screens: Explains how to interact with the individual screen interfaces that you will run into as you play the game. This is an excellent reference for help during the game.

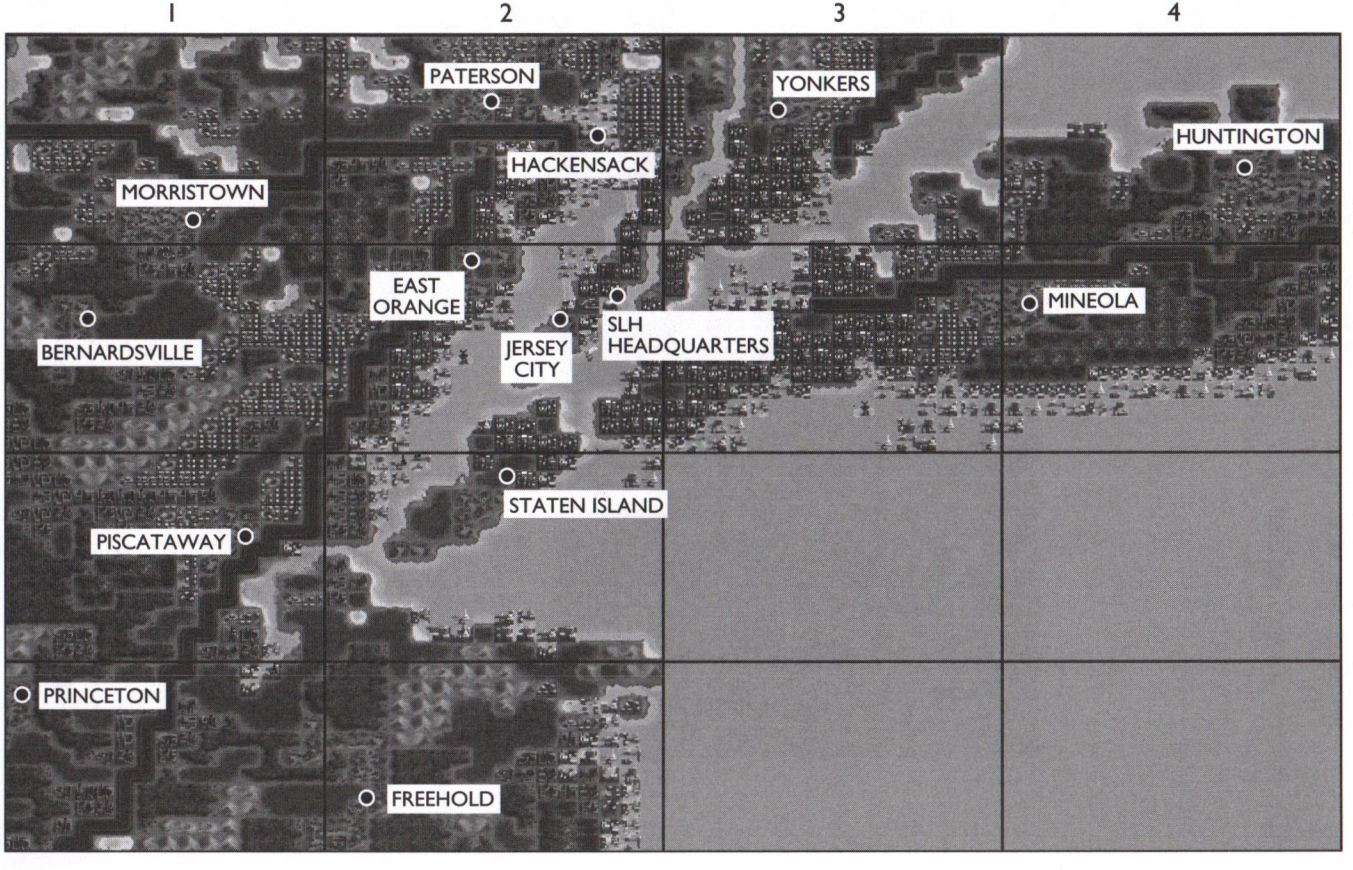
Hints for Novice Role-Players: For anyone who has never played a role playing game before or is having trouble understanding what is going on from the very beginning. Some of the content here is the same as the previous section, but we have also included strategy tips to help you decide what to do.

Hints for Novice Adventure Gamers: For seasoned role players who have not done much adventuring or people who have not played either role playing or adventure games.

To access On-Line Help, simply move the cursor over what you are having trouble with and press the right mouse button. Explanatory text will appear in a box on the screen.

New York and New Jersey Area Map

If you are not a native New Yorker, you might find this map useful when traveling around the New York and New Jersey areas.


1
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4
D
C
B
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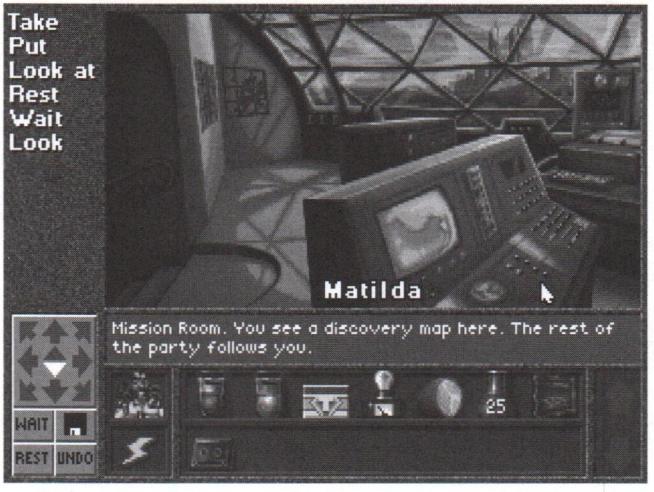
PATERSON
YONKERS
HUNTINGTON
HACKENSACK
MORRISTOWN
EAST ORANGE
MINEOLA
SLH HEADQUARTERS
BERNARDSVILLE
JERSEY CITY
STATEN ISLAND
PISCATAWAY
PRINCETON
FREEHOLD

Guide to Using the Game Screens

Adventure Game Screen

You will be interacting with the adventure game environments, such as the rooms in the Superhero League of Hoboken Headquarters building, through the *Adventure Game Screen* shown below. Many of the missions require puzzle solving in this environment, and for these you must manipulate objects using this interface.



Icons and Other Screen Elements

1. The picture is an example of what you as the story's main character could see.
2. Game objects can exist in the picture window and in your inventory. Items in inventory are represented by icons at the bottom of the screen.
3. The names of all of the significant or potentially useful objects and locations in a picture will light up as you move the mouse cursor over them. If you position the cursor over an object and its name does not light up, then you cannot interact with it.
4. The double tray under the text window is for your party's special inventory. As you buy stuff, TAKE items from rooms, or TAKE items from the Storage Cabinet (more on this later), you will see objects appear as icons in your inventory. These objects are nominally in YOUR inventory (you as the

Crimson Tape). Please note that objects associated with role playing combat, such as weapons and armor, do not appear in the adventure game inventory - they are considered to belong to the character who owns them. (Otherwise, our inventory tray would have to accommodate several hundred icons and you would spend all of your time scrolling through inventory.)

5. The Crimson Tape icon, (yup, that's you, the little guy with the big smile and the white spandex uniform) allows you to interact with the members of your party. You can talk to them and ask them to use their respective superpowers.
6. The Lightning Bolt icon gives you access to your party members' superpowers (without the bother of talking to them).
7. You travel from location to location inside each adventure game environment using the compass rose at the lower left, or by clicking your mouse on specially assigned regions in the picture. Valid directions light up in bright white. To move, simply click on the direction you wish to travel.
8. UNDO is a command that allows you to take back your last move.
9. If you click on the icon that looks like a floppy disk, a submenu of system options will appear. These system options include HELP, SAVE, RESTORE, RESTART, MUSIC (adjust the volume level), STATUS (check on score and status information), and QUIT (to DOS).

Building Commands

1. Communicate with the game by building game commands. Game commands are made from verbs (like the ones on the left side of the screen) and objects.
2. Use the verbs in the list on the left hand side of the screen together with the objects in the picture and in your inventory.
3. Click on the object you want to interact with first and then a verb, or on a verb and then the object. You will see your game command constructed on the command line as you click.
4. If you choose the object-first syntax for building commands, you will see a default verb supplied by the system once you click on an object. You can click again to execute the default command or move the mouse cursor to build another command using another object or a verb from the list on the left.

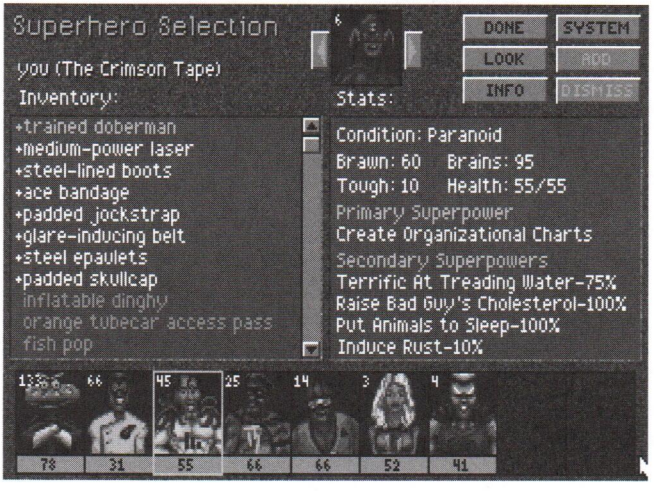
5. A list of specialty verbs may appear when you click on an object. Specialty verbs are directly associated with objects (e.g. the verb Drink may be associated only with a liquid).
6. Some game commands, like those using the verb PUT, require two objects to complete.
7. You will see feedback about your actions in the text window below the picture.
8. Left click on inactive regions of the screen to clear command lines.

Superhero Selection Screen

A party of Superheroes will accompany you on each mission. The *Superhero Selection Screen* will allow you to review the Superheroes' qualifications and add or delete party members as needed for each mission.

This screen is located in the Lunch Room in the Superhero League of Hoboken Headquarters building where available Superheroes hang out while awaiting assignment.

Go NORTH from the room where you started out the game (Headquarters) and you will find yourself in the Lunch Room, looking at the *Superhero Selection Screen.*



When you begin the game, you have only yourself in your party. Along the bottom of your screen you will see your picture (The Crimson Tape) and empty gray boxes for each potential party member. As you select party members, the gray rectangles will be replaced by pictures of the new party members. As you advance from Level to Level, the size limit of your party will expand.

At the top of your screen, the window will show one of the Superheroes in the Lunch Room waiting to be selected. The Inventory and Stats in the middle of the screen pertain to this Superhero.

Selecting and Removing Party Members

1. To scroll through pictures of available Superheroes, click on the right and left arrow buttons on either side of the Superhero pictured at the top of the screen.
2. As you scroll through the available choices of Superheroes, the Inventory and Stats information will change to correspond to the pictured Superhero.
3. To add a Superhero to your fighting party, simply click on the ADD button. The selected Superhero will then be pictured in one of the gray boxes along the bottom of the screen.
4. To remove a party member, click on the picture of the Superhero in your party that you want to get rid of and then click on the REMOVE button.

Additional Information About Superheroes

1. For a description and other information about any Superhero pictured on the screen, first click on the picture to highlight it, then click on INFO. This will show you a screen that contains a background description of the Superhero and his or her Class.

All About Inventory

1. The inventory column lists objects that are being carried by the currently selected Superhero.
2. A plus sign next to the item indicates that the Superhero is currently equipped with that item and it will have an impact on combat. If the item is armor, a plus sign indicates that it is being worn and as a result, increases the party member's toughness. If the item is a weapon, then a plus sign indicates that it is one of the selected weapons for combat and is being held in such a way that it is ready to use in a fight. No plus sign indicates that the item is simply being carried and will not have any effect on combat.

3. You do not have to worry about trying every combination of weapon and armor to find what works best. The computer will decide how to optimally equip a party member given what is in his or her inventory. For further help refer to *Distributing Weapons* in the *Hints for Novice Game Players* section.

4. Each Superhero can wear up to ten pieces of armor that fit on different parts of the body (top of head, eyes, neck, shoulders, arms, hands, chest, waist, legs, and feet). Armor modifies the toughness statistic and makes a party member more resistant to damage in combat.

5. Items that are not used in combat, such as adventure game objects, are grayed out. (Note: The Crimson Tape is the only Superhero who can carry these objects.)

6. For information about the items in inventory, first click on the item to highlight it and then click on the LOOK button.

Statistics

1. The statistics (stats) area contains information about the selected Superhero.

2. **Condition:** Depending on the number of health points, this ranges from Just Peachy to Run Down to Pretty Zonked and finally, when health is at zero, Zonked. Characters can also be Itchy, Paranoid, Glowing (irradiated), and Hiccuping. Health points can be restored by RESTing. The party may need to visit a Shaman (medicine man) to cure Itchy, Paranoid, Glowing, or Hiccuping characters.

3. **Brawn:** An indication of the character's brute strength (and therefore how hard the character hits during combat).

4. **Brains:** An indication of the relative intelligence of the character. Brains affect the character's shooting ability and how effectively the character uses his or her superpower. It also has a slight effect on hitting ability. Brains is equivalent to "manna" or other kinds of "magic quotients" in other games.

5. **Toughness:** An indication of how resistant the character is to damage.

6. **Health:** Shows the condition of the character, equivalent to Hit Points. At zero health points the character is useless and cannot participate in combat although he or she still remains with the party. If the health stat for all of the characters in your party goes to zero, the party is out of commission and the game is lost. Health points are restored by RESTing.

7. **Primary Superpower:** Each Superhero starts out excelling at one superpower.

8. **Secondary Superpower:** Additional superpowers are acquired as characters discover radioactive isotopes during their travels. These additional superpowers vary in effectiveness from 1% to 100%.

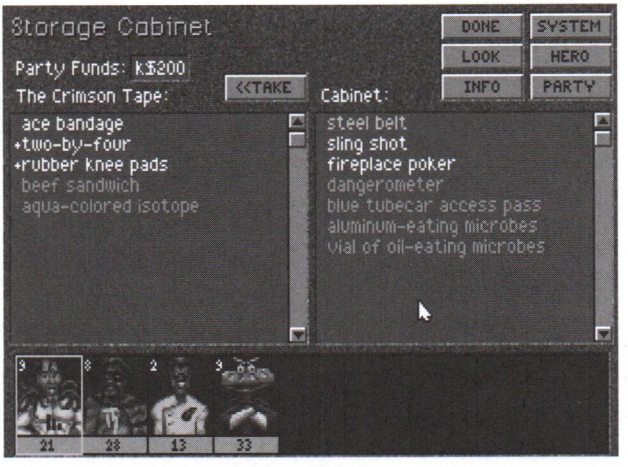
9. Brawn, Brains, Toughness, and Health stats can all be increased during game play. Toughness is increased by wearing armor. The other stats can be increased by EATing; veggies increase Health, beef increases Brawn, and fish increases Brains.

10. Experience points are a kind of score that increases as the character explores territory, participates in combat, and helps solve puzzles that complete missions. As each Superhero passes certain thresholds of experience, he or she will advance in Class. A jump to a new Class will increase all stats.

11. The little pictures of the party members along the bottom of the screen actually contain important information about some of the stats. The little white number in the upper left of this picture is the total toughness for that character including armor. The green bar and the number at the bottom of this picture is a graphical and numerical indicator of health.

Storage Cabinet

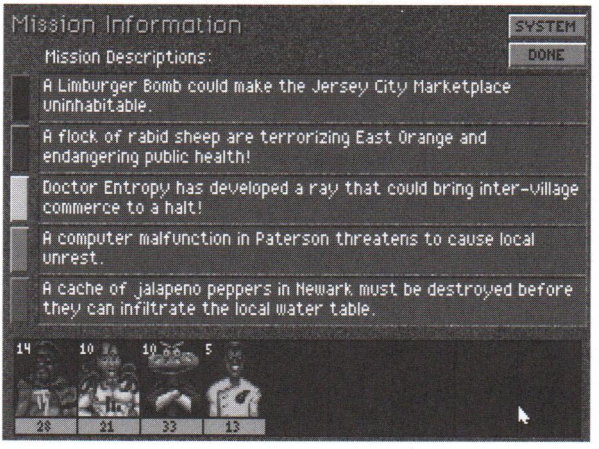
A nifty, infinitely expandable storage cabinet is located in the Superhero League Headquarters. It can hold inventory items, weapons and armor. Remember to check the storage cabinet when you first start out and whenever your League advances to a new level because it will often contain useful goodies.



1. To access the storage cabinet, click on it and then click on OPEN.
2. You can select an item to transfer by highlighting it. Then click on the TAKE or PUT button to transfer the item from the storage cabinet to the selected Superhero or from the selected Superhero to the storage cabinet. Remember that the selected Superhero is indicated by a yellow rectangle. You can also click on an item, hold down the left mouse button and drag the item to a party member.

Mission Information Screen

The computer in the Mission Room (upstairs in the Superhero League of Hoboken Headquarters building) is the source of League mission assignments. The mission computer's name is Matilda.


Mission Information
SYSTEM
Mission Descriptions:
DONE
A Limburger Bomb could make the Jersey City Marketplace uninhabitable.
A flock of rabid sheep are terrorizing East Orange and endangering public health!
Doctor Entropy has developed a ray that could bring inter-village commerce to a halt!
A computer malfunction in Paterson threatens to cause local unrest.
A cache of jalapeno peppers in Newark must be destroyed before they can infiltrate the local water table.
14
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28
21
33
13

To access your current missions, TURN ON MATILDA by clicking on the mission computer.

1. For detailed descriptions of the missions, click on the colored button to the left of each of the five brief descriptions.
2. The detailed mission descriptions will contain important information about the mission objectives and the map coordinates/locations.
3. The *Mission Information Screen* is accessible from the *Travel Map*, so do not worry about writing everything down before leaving Headquarters.
4. When you have satisfied the mission objectives, you must return to Headquarters. Matilda will register the mission as completed.

Chaos and Discovery Maps

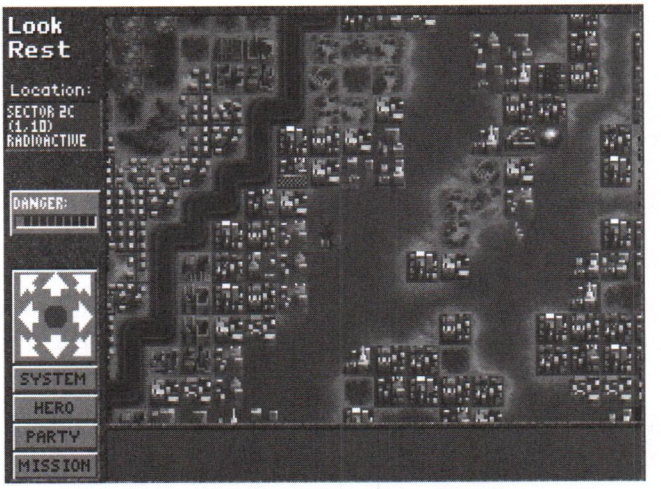
On the wall of the Mission Room you will find two maps. By clicking on the maps and then on the verb LOOK, you can access a full screen interface that gives you information about the terrain you will encounter.

The *Discovery Map* shows terrain you have explored. Because there are bonus points for completely exploring a sector, this map will help you remember what you have and have not explored.

The *Chaos Map* shows the level of monster activity in each sector. The chaos value for a given sector is an indication of how likely you are to get into combat when wandering in that sector. You can eliminate all of the monsters and reduce the chaos value for a given sector to zero by repeatedly engaging in combat until you wipe out all the monsters within the sector. You get bonus points for clearing sectors.

Travel Map

Use the *Travel Map* to move from location to location across the geography of the northeastern United States. Each map tile is a sector. Each sector has a number and letter designation (e.g. 2C).



Map Features

1. The pulsating orange and red cursor indicates the position of the party within the sector. The party's current position can be seen by looking at the coordinates (i.e., 1,10) located in the upper left corner of your screen.

2. Each sector is divided up into square tiles, which represent a terrain type. Terrain types include highway, hill, city, flooded city, forest, radioactive wasteland, suburb, deep water, etc.

3. As you travel around on the map, you will discover hot spots that represent interesting places in the sector. A pop-up window describing your discovery will appear on top of the screen. In some cases the hot spot will represent an adventure game environment or an entrance to another sector.

4. The LOOK verb at the upper left allows you to examine the terrain directly underfoot.

5. The REST verb allows your party to rest, bringing health stats up to maximum.

6. The DANGER indicator will appear if you are carrying the dangerometer (obtained from the storage cabinet in Headquarters). This instrument indicates the potential nastiness of combat you will encounter in the sector your party is currently occupying. Note: The dangerometer does not predict combat frequency, just nastiness.

7. The buttons underneath the compass rose access the system functions such as SAVE and RESTORE, the *Superhero Information Screen*, the *Party Stats Summary Screen* and the *Mission Information Screen*.

Movement

1. Move by clicking on the compass rose at the lower left of the map (white arrows indicate valid directions), by using the cursor control keys on your keyboard, or by clicking on a region of the screen with your mouse. Hint: Once you become comfortable navigating the map, you may find that using the keyboard is the most efficient method of moving around.

Movement Restrictions Based on Terrain

1. **Flooded City:** Cannot be traversed unless the party is in possession of an inflatable raft or rubber dinghy, or two of the party members have the Really Good at Treading Water Superpower at 25% or better.

2. **Deep Water:** Cannot be traversed unless the party is in possession of an inflatable raft or rubber dinghy, or at least three of the party members have the Really Good at Treading Water Superpower at 50% or better.

3. **Hilly or Mountainous Terrain:** Cannot be traversed until the party has consumed a dose of power pills. Once consumed, the charge from a dose of power pills lasts until the next REST period.

4. **Forest:** Cannot be traversed until the party is properly equipped to move within the forest. The secret to this is a puzzle, so we will not reveal how you get equipped here.

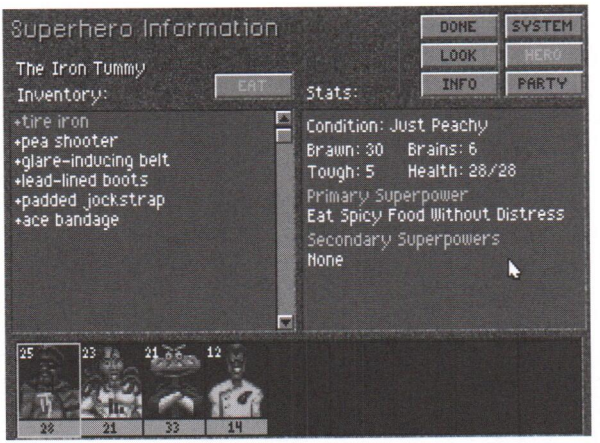
5. **Radioactive Terrain:** Can have an abnormal effect on your party unless your party members have been immunized against radiation poisoning. Traversing radioactive terrain may cause party members to become irradiated (condition GLOWING) if they have not been immunized. An irradiated party member does not always get restored to full health during a REST period. The attention of a Shaman is required to treat radiation poisoning although this condition will also disappear after a sufficient number of RESTs.

Superhero Information Screen

This screen details the inventory and stats for the highlighted Superhero and can be accessed by pressing the HERO button from any point in the game. On this screen, the party is lined up along the bottom and the inventory and stats for the selected Superhero are displayed in the gray windows.

Before you leave Headquarters, use the this screen to equip your party for combat. Equipping can mean changing the order of the party, and/or transferring armor and weapons between party members to maximize effectiveness during combat.

The yellow box around the picture of the Superhero indicates this Superhero is currently selected. The inventory items and statistics you see in the gray windows pertain to this Superhero.



Order of Party Members

1. The order of your party is important because the party fights in the order the party members are displayed. The Superhero at the bottom left of the screen is the leading Superhero as the party fights and travels. Organize your party with Superheros that have the greatest combat skills at the left and the Superheros with the greatest combat superpowers at the right.

2. To change the order of your party, position the cursor over the party member you want to move and while holding down the left mouse button, move the mouse cursor to the slot you want the party member to occupy. Now release the mouse button and the selected Superhero will be in the new position.

Transferring Inventory Items

1. To transfer inventory items from one party member to another, select the party member who has the item you want to move. Click on the item while holding the left mouse button down, move the mouse cursor to the picture of the party member you want to have the item, then release the mouse button. This is called "clicking and dragging."

All About Inventory

1. The inventory column lists objects that are being carried by the selected party member.

2. A plus sign next to the item indicates the Superhero is currently equipped with that item and it will have an impact on combat. If the item is armor, a plus sign indicates that it is being worn and increases the party member's toughness. If the item is a weapon, then a plus sign indicates that it is one of the selected weapons for combat and is being held in such a way that it is ready to use in a fight. No plus sign indicates that the item is simply being carried and will not have any effect on combat.

3. You do not have to worry about trying every combination of weapon and armor to find out what works best. The computer will decide how to optimally equip a party member given what is in his or her inventory.

4. Each Superhero can wear up to ten pieces of armor that fit on different parts of the body (top of head, eyes, neck, shoulders, arms, hands, chest, waist, legs, and feet). Armor modifies the toughness statistic and makes a party member more resistant to damage in combat.

5. Items that are not used in combat, such as adventure game objects, are grayed out. (Note: The Crimson Tape is the only one who can carry these objects.)

6. To get information about items in inventory click on the item to highlight it and then click on the LOOK button.

Superhero Statistics

1. The statistics (stats) area contains information about the Superhero pictured at the top of the screen.

2. **Condition:** Depending on the number of health points, this ranges from Just Peachy to Run Down to Pretty Zonked and finally, when health is at zero, Zonked. Characters can also be Itchy, Paranoid, Glowing (irradiated), and Hiccuping. Health points can be restored by RESTing. The party may need to visit a Shaman medicine man to cure Itchy, Paranoid, Glowing, or Hiccuping characters.

3. **Brawn:** An indication of the character's brute strength (and therefore how hard the character hits during combat).

4. **Brains:** An indication of the relative intelligence of the character. Brains affect the character's shooting ability and his or her ability to use his superpower. Brains also has a slight effect on hitting ability. It is equivalent to "manna" or other kinds of "magic quotients" in other games.

5. **Toughness:** An indication of how resistant the character is to damage.

6. **Health:** Shows the condition of the character, equivalent to hit points. At zero health points the character is useless and cannot participate in combat although he or she remains with the party. If the health stat for all of the characters in your party goes to zero, the party is out of commission and the game is lost. Health points are restored by RESTing.

7. **Primary Superpower:** Each Superhero starts out excelling at one superpower.

8. **Secondary Superpower:** Additional superpowers are acquired as characters come across radioactive isotopes during their travels. These additional superpowers vary in effectiveness from 1% to 100%.

9. Brawn, Brains, Toughness, and Health stats can all be increased during game play. Toughness is increased by wearing armor. The other stats can be increased by EATing; veggies increase Health, beef increases Brawn, and fish increases Brains.

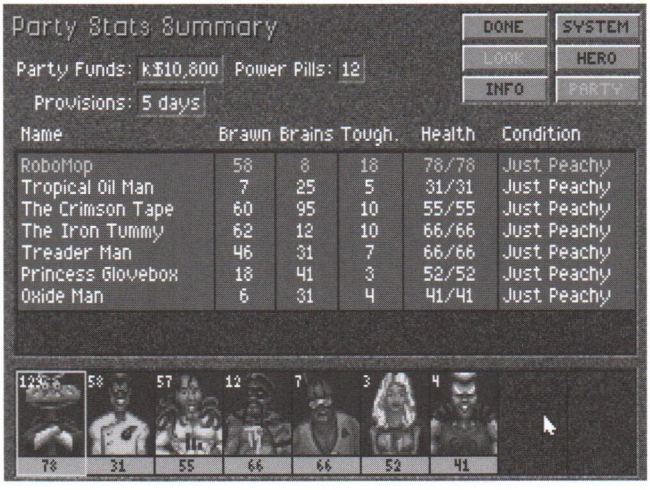
10. Experience points are a score that increases as the character explores territory, participates in combat, and helps solve puzzles that complete missions. As each Superhero passes certain thresholds of experience, he or she will advance in Class. A jump to a new Class will increase all stats.

11. The little pictures of the party members along the bottom of the screen actually contain important information about some of the stats. The little white number in the upper left of the picture is the total toughness for that character including armor. The green bar and the number at the bottom of the picture is a graphical and numerical indicator of health.

12. To get information about a Superhero, click on INFO. This will show you a screen that contains a description of the Superhero, his or her Class, his or her condition, and the number of experience points accrued.

Party Stats Summary Screen

The *Party Stats Summary Screen* provides a snapshot of the party's condition. All stats and party member conditions are displayed, along with a summary of provisions and party funds available.



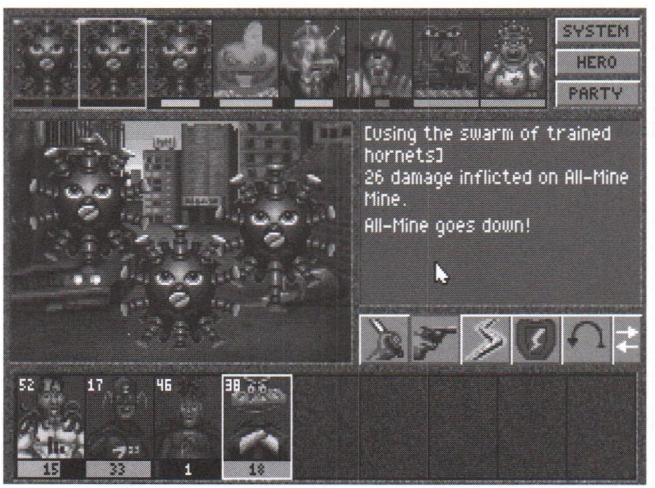
Combat Screen

The *Combat Screen* is perhaps the most complex of the interfaces and requires some explanation. Combat occurs when your party comes into contact with a band of nasties (monsters). During combat, members of your party fight with the monsters until either your party wins the fight, your party flees the scene, or your party is wiped out.

Combat is fought in rounds. During each round, members of your party and monsters from the band of nasties will get a chance to attack each other. Each round proceeds sequentially, with all of the members of one group getting a chance to attack a target in the opposing group. If you surprise the monsters, you will have the opportunity to attack first. Otherwise, if the monsters surprise you, they will have the first opportunity to attack.

You can pick the target and type of attack for each Superhero. The computer will fight for the monsters. Each attack may or may not result in damage. Damage manifests itself as a decrease in health points. Damage is calculated based on the weapon used, the strength of the attacking party member or monster, and the toughness of the monster or party member being attacked.

When health points for a party member or monster go to zero, then that party member or monster is out of commission. When an entire party or band of monsters has been knocked out of commission, then the fight ends.



Screen Elements

1. The monsters are lined up along the top of the screen. The colored graphs underneath the little pictures of the monsters are an indication of each monster's condition (health points).
2. Double click on the monster pictures at the top of the screen to get stats, descriptions, and other information.
3. The window containing the animation shows you all the monsters within hand-to-hand range. Depending on the terrain, you will see one, two, or three monsters. This allows you to see the nasties in all of their mutated, horrifying, hilarious, and ridiculous glory.
4. The text window to the right of the animation window describes all the action during combat.

Combat Icons

1. Combat icons are located under the text window.
2. **Knife icon** (Attack): The knife icon is for a close-in attack using the weapon selected for hand-to-hand combat (i.e. knife, pointy stick, two-by-four, glass shard, rusty nail, modified joy buzzer, nuclear tipped brass knuckles, etc.). Because only the first one to three monsters (depending on terrain) are within hand-to-hand range, the attack option is limited to the corresponding Superheroes in the first, second, and third positions in the party line-up.
3. **Gun Icon** (Shoot): This is for a shooting attack with a ranged weapon (i.e. pistol, slingshot, laser, sling, hip mounted catapult, bowel disrupter, gizzard exploder, etc.). Party members farther back in the pack can use shooting weapons to attack opponents.
4. **Lightning Bolt Icon** (Use a Superpower): The lightning bolt icon is for a superpower attack (i.e. Increase Foe's Cholesterol Level, Put Animals to Sleep, Induce Rust, Cause Root Rot, etc.). Not all superpowers are effective in combat (you cannot use Clean Almost Any Mess during a fight). Not all combat superpowers are effective against all opponents. Useable superpowers will be displayed in bold. If you try using Induce Rust on a Junk Bond Amoeba, it will not be as effective as using it on a Mutated Welding Robot. When used properly, however, superpowers are your most effective weapons.
5. **Shield Icon** (Cower): The shield icon is for a defensive crouch that temporarily improves toughness for one round of combat. You might want to

cower if a Superhero is out of hand-to-hand range, is missing a good combat superpower, AND has a lousy shooting weapon.

6. **Single Curved Arrow** (One Round of Auto-combat): This icon represents one round of auto-combat. Selecting it will cause the computer to fight one round for you. The computer does not necessarily make the best choices when it comes to weapons, targets, superpower options, and combat tactics.

7. **Double Arrow** (Icon Toggle): The double arrow toggles the combat icons. Use this to see the rest of the possible combat actions.

8. **Speech Bubble Icon** (Kibbitz): This is a kind of cheerleader option. Clicking on this icon will cause the selected Superhero to give advice to another of the party members, temporarily increasing that party member's offensive weapon capabilities. You might want to use this option instead of Cower if you have a particularly tough Superhero who is not in hand-to-hand range, has no effective combat superpower, and has a lousy shooting weapon.

9. **Clasped Hands** (Beg for Mercy): The clasped hands are a last resort. If your opponent has a high mercy rating (check the monster stats by double clicking on its small picture), it might leave your party alone if you beg for mercy.

10. **Money Sack Icon** (Bribe): Click on this to offer a bribe to your opponents. If the greed stat of your selected opponent is high (check the stats by double clicking on its small picture), then it might leave your party alone if you pay it.

11. **Fleeing Man Icon** (Run Away): The fleeing man icon is for running away (leaving the scene, getting lost, or taking off). If it looks like your party is going to lose, then the best thing to do is run away. You might lose some money or a weapon or two during the flight, but at least your party will live to fight another day.

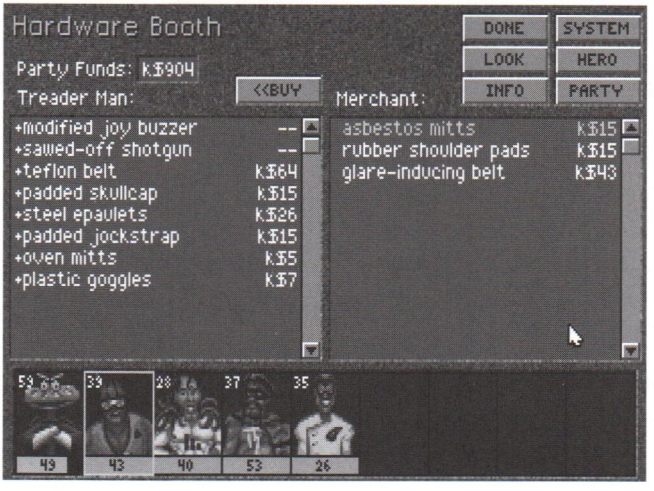
12. **Double Curved Arrows Icon** (Auto-combat for All Rounds): The double curved arrows icon is for auto-combat through the end of the combat encounter. Selecting this will cause the computer to make the decisions for your party until the fight is resolved. The same warning offered for one round of auto-combat applies here: use this only when the outcome of the combat is assured. The computer does not make the best tactical decisions. This is a good option to pick only when you have a party of six to nine super tough guys and you stumble on a bunch of wimpy monsters.

Combat

1. You will use the combat icons described here during your party's turn in a round of combat. Each Superhero will have a chance to pick a target and take his or her best shot. You can tell which Superhero's turn it is by the yellow rectangle around the picture of that party member. You designate a target for your action by clicking on the monster you wish to select. A white outline will show the selected monster.
2. A red circle with a line through it will appear over those icons that are not available (the knife close-in attack icon will be blocked out if a monster is out of hand-to-hand range of the selected Superhero).
3. If your party loses, then you lose the game (until you RESTORE, anyway). When things look desperate and you are sure you are going to lose a fight, run away!

Buying and Selling Stuff

During your travels your party will come across quite a number of village marketplaces. The marketplaces will have a varying number of shops where your party can buy and sell items.



When your party enters a shop, look at the wares that are for sale. You can use party funds to buy or sell spiffy new weapons and armor, as well as adventure game objects that are useful for solving puzzles related to the completion of missions.

1. The items for sale appear on the right hand side.
2. The items in the inventory of the selected Superhero appear on the left hand side.
3. The prices for items you can buy are to the right of the items in the shop. To buy something, simply select the item to buy by clicking on it and then click on the BUY button. If you have sufficient party funds, the price will be deducted and the item will be transferred into the inventory of the selected Superhero.
4. To sell something, select the item to sell by clicking on it and then click on the SELL button. The price you will get for selling something in a Superhero's inventory appears next to the name of that item in the inventory window.
5. You can select a new Superhero (along with his or her corresponding inventory) to buy or sell by clicking on one of the pictures of your party members that line the bottom of the screen.

Hints for Novice Role-players

Pre-Combat

Selecting Your Party

First, you (The Crimson Tape) must be in every party. Second, you must include any Superhero whose power will be needed to complete the mission you are embarking on. Remaining party slots should be filled with Superheroes who will perform best during combat.

Health points are the best indicator of a Superhero's survival chances during combat. On the other hand, a Superhero with a low number of health points but a potent combat-related superpower can be very useful. Try to strike a balance.

A good Level 1 party would be The Crimson Tape, The Iron Tummy, Robomop, and Tropical Oil Man.

Although you will be required to have a full party when you exit the Superhero League Headquarters, it is possible to dismiss party members while you are out wandering around. Although it makes your party weaker, you can save power pills when scouting sectors where you have eliminated all the mutants.

Ordering Your Party

From both an offensive and defensive point of view, the first, second and third party members are the ones who engage in hand-to-hand combat, and will bear the brunt of combat, so these should be your toughest Superheroes. Also, note that the effectiveness of shooting weapons decreases with distance, but the superpowers are equally effective regardless of how far back the Superhero is. Therefore, your relatively weak Superheroes with offensive superpowers should bring up the rear.

A good ordering for the Level 1 party suggested above: Robomop, The Iron Tummy, The Crimson Tape, Tropical Oil Man.

Distributing Your Weapons

Superheroes toward the front of your party are most likely to be engaged in hand-to-hand combat, requiring hand-held weapons such as billy clubs and pointy sticks. Give these Superheroes your best hand-held weapons. You can tell how good a weapon is by clicking on the LOOK button in the *Superhero Information Screen* or the *Buy-Sell Screen*. If you give two weapons to a Superhero, the best one will be automatically equipped. The equipped weapon

will be the one with the + next to its name.

Superheroes beyond the first slot, and especially those beyond the third slot, are most likely to be shooting at their targets, and should be given the best shooting weapons, such as the pitching machine and the spitball shooter.

Superheroes with a good combat superpower, such as "put animals to sleep," will often be using that superpower. You should not waste your best weapons on such a Superhero.

In the example Level 1 party described above, you should give your best hand-to-hand weapon to Robomop, your best shooting weapon to The Crimson Tape, your second-best of each to Iron Tummy, and table scraps to Tropical Oil Man.

Distributing Your Hardware

The various garments and devices that increase toughness can be worn in any of 10 body locations: head, eyes, waist, knees, etc. Therefore, a Superhero can have up to 10 such pieces of armor. As with weapons, the best piece of armor for a particular spot will be automatically equipped, as indicated by a + next to its name.

The effectiveness of additional armor decreases as a Superhero's toughness level increases. Therefore, you can get the most toughness for the buck by distributing your armor in order to keep every party member at approximately the same toughness level.

Avoiding Sectors

With just a few exceptions, the nastiness of your combats are dependent on the sector you are in. If you find yourself getting constantly beaten in combat, you may be in a sector that is too tough for you; try coming back when your party is larger, or at least tougher. (Note: Combat against manageable opponents should NOT be avoided; these combats will help you gain experience, money, and various goodies from post-combat caches.)

During Level 1, you do not need to visit any sectors other than 2C, 2D, 3D, and Newark.

Resting

On one hand, you do not want to rest every time any party member is less than 100%, or else you will constantly be running out of provisions and having to hurry back to Headquarters. On the other hand, you do not want to go into

combat in battered condition, because then a normally manageable bunch of nasties will punch your lights out.

You will have to decide to rest based on how daring you want to be. A good rule of thumb is to rest any time that one or more of your party members is completely zonked.

You will find, win, or buy plenty of power pills to complete the game. However, if you are not careful you can still run out. Every time you rest you will need to eat a new batch to climb hilly terrain. The best approach is to only use them once the mutants have been eliminated from the sectors you plan to clear, or when you are trying to solve a puzzle -- do not use them just to take a short cut across the sector.

Health

Consult the *Party Stats Summary Screen* to check out the condition of each party member. In addition to combat injuries, which will be healed by resting, other sub-optimal conditions will be shown. These conditions will have a variety of bad side effects, including inability to heal and poor performance during combat.

These conditions will eventually wear off while resting. If you want to make them go away sooner, you will have to visit a Shaman and pay for special healing.

The Chaos Map and the Dangerometer

The *Chaos Map* is located in the Mission Room back in Hoboken. It tells you how likely you are to get into combats in any given area, but not how nasty those combats will be.

The dangerometer is found in the Headquarters Storage Cabinet, and can be carried around with you. It does not tell you the probability of a combat occurring, but it does tell you how nasty a combat will be if it does occur. Its information is displayed in the upper left corner of the *Travel Map*. The redder the display, the more dangerous the combats in this sector.

Combat

Selecting Your Target

Your combat-related actions are directed against one opponent at a time. The current target is the opponent whose small picture has a white rectangle sur-

rounding it. You can change the target simply by clicking on the picture of another opponent.

Depending on the terrain, the first, second or third members of each party may be engaged in hand-to-hand combat. This is indicated by the number of opponents who appear in the large picture. If you want to attack an opponent with a hand-to-hand weapon, your target must be one of those first three opponents.

If you are going to be using a shooting weapon, keep in mind that the effectiveness will drop off with distance, so that shooting at an opponent toward the front of the pack will usually cause more damage than shooting at an opponent toward the back of the pack.

If you are going to use a superpower, try to match the power with the target.

It is usually better to concentrate on getting rid of one opponent, especially a really tough one, than it is to sprinkle your targets around, partially injuring many opponents. One counter example is the Marketoon, who cannot be killed; just injure him and wait for him to flee.

Deciding on an Action

You have a choice of seven actions during combat: Attack, Shoot, Use a Superpower, Cower, Beg, Bribe, and Kibbitz.

Not every Superhero has a superpower that is useful during combat. For those that do, Use a Superpower is usually the right choice, provided that there are opponents for which the superpower is effective. More on this in the next section.

ATTACK can only be used by those Superheroes engaged in hand-to-hand combat, which are in positions one, two, or three depending on the terrain. In addition, these Superheroes can only attack opponents who are also engaged in hand-to-hand combat. This is usually your most effective combat technique.

SHOOT can be used by any Superhero against any opponent. However, note that if a Superhero is engaged in hand-to-hand combat, he is much less likely to be able to aim properly. Also note that the effectiveness of shooting weapons decreases with distance, so it is usually best to Shoot at opponents toward the front of their party.

COWER has no offensive purpose, but it does temporarily increase a Superhero's toughness by 50%, so it's a good thing to try if a Superhero has nothing useful to do during a particular round of combat.

BEG is best used as a last resort, and is most effective against an opponent with a high mercy rating. This rating can be gleaned by double clicking on an opponents small picture.

BRIBE is best used as a last resort against an opponent with a high greed rating.

KIBBITZ is another useful option for a Superhero with nothing particularly useful to do during the current round of combat. It increases the offensive ability of another party member.

How to Choose a Superpower

Not all superpowers work against every opponent. For example, "put animals to sleep" is very effective against animals, less effective against humans, and not at all effective against machines. INDUCE RUST works only on opponents with metal parts.

When to Run Away

If all appears lost, then you have no choice but to Run Away. This will save you from losing the game, although you may lose money, a weapon, hardware, or a combination of the three. The best time to run away is when you get to your last party member. Remember that once your last party member does something, the opponents will attack. The question you need to ask yourself is, "Can I survive another round of pounding?" If the answer is no, then Run Away!

Speeding Up Combat

You can use One Round of Auto-Combat, or the even faster Auto-Combat for All Rounds, to speed through the combat sequences. You should generally use these features when you are up against a party that you know you could defeat. Alternately, if you realize you are going to lose, you may just want to get it over with.

Other

Power Pills

You will find, win, or buy plenty of power pills to complete the game. However, if you are not careful you can still run out. Every time you rest you will need to eat a new batch to climb hilly terrain. The best approach is to first clear the mutants from the chosen sector and then take a power pill -- do not use them just to take a short cut across the sector.

Budgeting Your Money

Money comes from post-combat caches, completing all the missions in a level, and selling items to the various shops.

Money is used to buy weapons, hardware, miscellaneous items from pawn shops, miscellaneous items from various individuals who roam the countryside, bribing opponents during combat, and buying immunity to radioactivity.

There is usually not enough money to buy everything you could possibly want.

Once you have bought one or two really good hand-held weapons for your first or second party members, it's not worth spending a lot more on hand-held weapons. The same goes for buying shooting weapons for those party member who do the most shooting during combat.

Since every Superhero can wear up to 10 pieces of hardware, such armor makes a very good investment.

Eating beef, fish, and vegetable dishes will increase vital statistics. These are usually a good investment, especially early in the game, since the effect of increasing Brains, Brawn, or Health will be multiplied each time a Superhero advances to the next class.

Buying isotopes is sometimes a good investment, and sometimes a waste of money. You will have to make this evaluation based on your current situation.

If you think you do not need an adventure item, sell it to a pawnbroker. In the worst case, you could be wrong and have to buy it back at a very reasonable markup.

Buying resistance to radioactivity is money well spent. Radioactive areas are usually loaded with valuable caches.

Exploration Bonuses

Visiting every location in a sector will give every party member a special exploration bonus, increasing experience and leading to more rapid class advancement. (Note: each time you completely explore a sector, the bonus increases.)

The *Discovery Map* in the Mission Room is useful for showing which sectors have yet to be completely explored.

Bonuses for Cleaning Up a Sector

Once you have defeated every group of opponents in a sector, every party

member will receive a special bonus, increasing experience and leading to more rapid class advancement. (Note: each time you clean up a sector, the bonus increases.)

The *Chaos Map* in the Mission Room is useful for showing which sectors have not been cleaned of bad guys.

On occasion, a special combat will occur in a sector even after you have cleaned it up.

Class Advancement

Superheroes gain experience from completing missions, winning combats, performing special tasks, buying the services of a Brothel, exploring every location in a sector, and cleaning a sector of all nasties.

Once a certain amount of experience is accrued, a Superhero advances to the next class, such as advancing from Fifth Class to Fourth Class. This increases all of his or her statistics: Health, Brains, Brawn, and Toughness.

Once a Superhero reaches First Class, continued experience accrual leads to decorations, which can make a Superhero impervious to attack during initial rounds of combat.

Level Advancement

When all the missions on a level have been completed, and the party returns to Headquarters, the entire Superhero League advances to a new level. As a result, all members of the Superhero League gain experience, there is a monetary bonus, the maximum party size increases, and a new set of missions becomes available. Also, the Superhero League's newly-raised status often induces new Superheroes to join up.

Hints for Novice Adventure Gamers

As you travel from place to place in the game you will encounter situations in adventure game environments which require action on your part in order to advance the story or complete the mission. These situations are, in essence, puzzles. The game designer has provided you with clues along the way that lead to the solution, but you must figure out how to get there using available objects or information.

Many of the missions require puzzle solving in one form or another. When we talk about puzzle solving we are not necessarily referring to traditional logic puzzles or word games.

Consider the following example situation. The protagonist is being chased through a dark cave by a horrible monster. He gets to the edge of deep chasm over a river of lava. There is no apparent way across. The monster is getting closer. Our Superhero is carrying a rope and there is a rock projection from the roof of the cave just within reach of a good toss.

In a movie or book, the protagonist takes action and resolves the situation by creating a lasso, throwing it over the rock projection, and then swinging across. In an adventure game, this situation would be a puzzle. You, as the game's main character, are faced with the dilemma. You have collected the rope at a previous point in the story. You must make the intuitive leap to use the rope to swing across. You must make the lasso and throw it over the rock, and then you must swing across.

Clever use of objects is the key to adventure game puzzle solving. Even when the clues come from information gleaned from non-player characters, the mechanics of solving puzzles comes down to the manipulation of objects.

We have tried to simplify life in the adventure game portions of this game by maintaining only those objects needed to solve adventure game puzzles in inventory when you are in the adventure game interface. You do not have to worry about weapons and armor when you are trying to figure out how to solve a puzzle.

Five Pieces of Advice for Novice Adventure Gamers

1. **Crime pays.** TAKE everything that is not nailed down, even if it seems utterly ridiculous and useless at the time.

2. **Keep your eyes open.** Examine every object that you come across; you will get extra tidbits of information that may yield clues as to the solutions to puzzles.

3. **SAVE early and SAVE often.** Adventuring can be as dangerous as fighting monsters. SAVE before doing something new that might be dangerous.

4. **Try crazy stuff.** If you cannot seem to solve a puzzle but think you are on the right track because of clues given in the game text, then try crazy stuff. PUT objects on different objects. Look at the specialty verbs that come up when you click on objects in the picture and in your inventory. Sometimes the right combination is just a couple of clicks away.

5. **Keep Looking.** If you think you are missing something or you just cannot figure out how to use the objects you have to solve a particular puzzle, then keep looking. The key object you need may be in a location you have not explored yet. It also might be sitting overlooked in a room or marketplace that you have already been in. As a last resort, try backtracking to some of your recent stops.

If you get really stuck on an adventure game puzzle, here are some suggestions for breaking the logjam:

1. Talk it over with a friend, relative, spouse, lover, or even your pet cat. Sometimes just articulating the problem will steer you towards a solution.

2. Look for hints from fellow gamers using one of the major on-line services. Compuserve, Prodigy, and GEnie all have active gamer areas and forums.

3. Look for hints in game magazines. Many computer game magazines will run walk-throughs or articles on strategy for specific games. These features will often contain specific hints (if not the answers) to most if not all of the puzzles.

4. Call our 24-hour automated hint line at 1-900-933-CLUE (1-900-933-2583) for hints and answers. The cost is a reasonable $.75 a minute. Children under 18 must first obtain their parents' permission to call. From Canada call 1-900-number to be announced; the cost is $.95 Canadian per minute. For 1-900-number information please call 1-800-407-4808). Touch-Tone telephone is required.

5. Order a hint book by calling the appropriate number as listed in the front of this manual.

Remember that there may come a point where a hard puzzle stops being fun and becomes merely a frustration. This is understandable. Get some help. We do not want you to be frustrated - we want you to finish the game.

Save, Restore, and Quit

You can save the game at any point by clicking on the disk icon, then selecting SAVE. SAVE allows you to define a point which you can return to if you are "killed" or if you just want to turn off your compute for awhile.

When you choose the SAVE option you will be asked to name the SAVE file. Choose a name that will remind you of where you are, like **"Finished with Village"** or **"Solved Book Puzzle."** The description of the saved game can have up to 30 characters in it.

In the course of playing this game, you may create an almost unlimited number of simultaneous SAVE files. You can delete SAVE files by pressing <ALT><D> when the highlight bar is positioned over the name of the saved game. If you pick the name of an already existing file when you save, the original file will be erased and the new file will take its place. You can edit an existing description by moving the highlight bar to the appropriate line and pressing the space bar and single-clicking on the description if you have a mouse. <ENTER> or a double-click will save your current game with the new description.

When you are ready to return to a place you have saved, click on RESTORE (from the system option menu). As a reminder, a list of your previously saved games will appear in the RESTORE window. When your game asks you for a description, move the highlight bar to the description you want and press **<ENTER>** or type in a new description. If you type in the beginning of a valid description and hit **<ENTER>**, the game will automatically match it and fill in the rest of the name. Once you have entered a valid description, you will return to to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left. If you want to stop playing, use the QUIT command. However, if you quit without saving, you will have to start from the beginning of the game the next time you play.

Help! Troubleshooting And Technical Assistance

Some common problems and their solutions are described in this section. If your problem is not addressed, first make a boot disk by following the instructions in the next section. If this does not solve your problem, please call our Technical Support Department at one of the numbers listed in the front of this manual for specific help.

When calling Technical Support please have information available about your system configuration, DOS version, type of graphics adapter card, sound card, and your music and sound IRQ settings. IT IS MOST HELPFUL IF YOU ARE AT YOUR COMPUTER WHEN YOU CALL SO THAT WE CAN WALK YOU THROUGH THE PROBLEM.

If you would like game hints, callers within the entire U.S. may call our 24-hour automated hint line at 1-900-933-CLUE (1-900-933-2583). The cost is $.75 per minute (children under 18 must obtain their parents' permission to call this number). From Canada call 1-900-451-3615; the cost is $.95 Canadian per minute. In addition, hint books are available directly from Legend Entertainment at a cost of $9.95 plus shipping and handling. To order, call 1-800-658-8891, or 703-222-8515 between 9:00 a.m. and 5:00 p.m. Eastern Time, Monday through Friday. (NO HINTS WILL BE GIVEN ON THESE NUMBERS). You might also try dialing with a modem into one of the many available on-line services where you can talk to real live gamers who have probably been stuck in the same place you are.

If you are a member of CompuServe, for technical questions type the command GO GAMCPUB at the ! prompt to get to Legend's support area (Section 7). For hints, type GO GAMERS, and post your questions in the Adventure (Section 2) or RPG section (Section 9). If you are using WinCIM, you can add these forums to your Favorite Places window, or use the GO (stoplight icon) to jump to either GAMCPUB or GAMERS.

If you are not a member of CompuServe, join today by calling 1-800-524-3388. Speak to Representative 512 and receive a FREE introductory membership which includes a $15 usage credit.

The majority of sound problems reported to our Technical Support personnel involve incorrect IRQ settings. Make sure you know your sound card's IRQ before beginning the installation process. The simplest way to check is by typing SET from DOS to examine your system's environment variables. Look for the BLASTER=.... Many older Sound Blaster and compatible cards do not cre-

ate a BLASTER environment variable. The manual that came with your sound card should be able to tell you what the setting numbers mean, or you can contact the manufacturer of your sound card for more information.

I've got an MT-32 and do not hear any music

If you have a Roland MT-32 (or compatible) sound module and you are not hearing any music, start the game with the command SLH MT32. If you are still not hearing any music, the difficulty can probably be traced to one of two sources:

1. You may have two cards in your computer that are set to the same IRQ. If this is the case, change the IRQ value for one of the cards by using the card's jumpers or switches. Some cards may not allow this. Consult the manual for the card for more details.
2. Your MIDI interface may be set to an IRQ or an I/O address other than the default values of 2 and 330, respectively. In this case, you should change the IRQ and I/O addresses by re-running INSTALL.

I have a Sound Blaster or compatible sound card and I do not hear any music or voices

Make sure you have the CD-ROM disc in the drive.

The mouse cursor isn't anywhere to be seen.

If the mouse does not seem to be working, make sure you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE <ENTER>** from the MS-DOS prompt. If you get a *Bad command or file name error*, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.

When I move the mouse, the object names in the picture window do not light up

Chances are, the program installation is incomplete. Follow the INSTALL instructions and try again. (Note: if you are using a compressed drive, the amount of space you will need for installation is double the game requirement.)

The game crashes near the beginning

If you get a crash when you start up the game, make sure you have taken all of your TSR (Terminate and Stay Resident) programs out of RAM. You need at least 580,000 bytes of free memory to avoid the low memory warning. To solve this problem, follow the instructions in the next section entitled, *Creating an MS-DOS Boot Disk.*

If you are using DOS 6.0 or higher, QEMM, or 386MAX, you should be able to optimize your configuration. All of these products come with software tools

which should enable you, under normal circumstances, to access at least 600k of free memory.

I'm having trouble completing commands

On a slow machine the mouse cursor may flicker and create control problems when there is animation on the screen. You can eliminate this problem by pressing **<F7>** to disable animation.

I start the game, play for a few turns and then the program "goes to lunch"

If the game hangs in the first few rooms and you have a Sound Blaster or compatible card, you most likely have an IRQ conflict. You should check the IRQ and address information for your card and change the configuration of the game using the INSTALL program to match your card settings.

I have a Diamond Stealth graphics card and my screen is filling with green and yellow garbage during some of the animations

Exit from the room with the animation that is causing the trouble. Disable animation with the **<F7>** key. When you return to the room picture with the problem, the garbage should be gone. You can re-enable animation with **<F7>** once you have gotten past the room with the problem.

I am having trouble saving my games

If you chose the minimum installation option, you must start the game from the CD-ROM drive.

If you chose the optimum installation option, make sure you are starting the game from the hard disk directory you chose during installation.

I started the game from the right directory, and I still cannot save my games

Make sure you did not manually move or change the name of the game directory after installation.

If you are using a compressed drive the amount of space you will need for installation is double the game requirements.

If you chose the optimum installation option try reinstalling the game.

I started the game using the SLH command and the screen is blank

Make sure the CD-ROM disc is in the drive if you chose the minimum install option.

I am playing the game and suddenly the letters are very large

Check your config.sys files and buffers line they should both equal at least 20.

I've never had a problem like this before...

Do not panic, chances are you are getting interference from a forgotten TSR. Turn to the next section and create a boot disk by following the instructions exactly. If you are still having problems, please call our Technical Support Department at one of the numbers listed at the front of this manual.

Creating An MS-DOS Boot Disk
CD-ROM Version

If you are suffering from problems that you cannot explain, the procedures outlined here will allow you to boot your machine from a clean system boot disk, uncluttered by autoloading TSRs, device drivers, and complicated CONFIG.SYS files.

If you are using MS-DOS 6.0 or higher, and your CONFIG.SYS is set up for multi-config, you could add the updates to your CONFIG.SYS, and AUTOEXEC.BAT. However, if you are not familiar with how to build multi-config configurations, we recommend that you make a boot disk.

The following instructions describe how to view the CONFIG.SYS and AUTOEXEC.BAT files on your C: drive.

We recommend that first, you make a back up copy of both your CONFIG.SYS and your AUTOEXEC.BAT. For specific instructions on how to do this, consult your MS-DOS manual.

At your C:> prompt:

1. Input **<TYPE CONFIG.SYS¦MORE>** to view this file.
2. Write down the DEVICE= or DEVICEHIGH= line that references the CD-ROM driver. It may look like this: DEVICEHIGH=C:\CDROM\DD250.SYS /D:MSCD001 /C:00 /M:20 /I:5 /P:340
3. Input **<TYPE AUTOEXEC.BAT¦MORE>** to view this file.
4. Write down the line that contains the MOUSE driver. It may look like this: LOADHIGH C:\DOS\MOUSE.COM. The mouse driver path may also be defined in other ways including:
   C:\DOS\MOUSE.COM
   C:\WINDOWS\MOUSE.COM
   C:\MOUSE\MOUSE.COM
   LMOUSE.COM
   MOUSE.EXE
   MOUSE.COM
5. Write down the line that contains the MSCDEX drivers. It may look like this: LOADHIGH C:\DOS\MSCDEX /D:MSCD001 /M:10 /E /L:D

   Please note that </L:D> designates the CD-ROM drive letter that corresponds to your CD-ROM drive.

If you are unclear which lines pertain to your CD-ROM drive, consult your CD-ROM manual.

To create a boot disk, follow these instructions carefully:

1. Find a blank disk for your A: drive.
2. Insert the blank disk in the A: drive and close the drive door.
3. Type **DIR A: <ENTER>**.
4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.
5. Type **FORMAT A: /S <ENTER>**.
6. Type **N <ENTER>** when DOS asks if you want to format another disk.
7. Type **DIR A: <ENTER>**.
8. You should see COMMAND COM listed in the newly formatted disk's directory. (If you do not, type **COPY C:\COMMAND.COM A: <ENTER>**, otherwise skip this step.)

   DO NOT EDIT THE CONFIG.SYS & AUTOEXEC.BAT ON YOUR HARD DRIVE.
9. Type **A: <ENTER>**.
10. Type **EDIT CONFIG.SYS <ENTER>**; the DOS prompt is now gone and replaced by the DOS EDIT screen.
11. Type the following exactly as you see it below. In the space provided, make sure you insert the CD-ROM line that you wrote down earlier.

    device=c:\dos\himem.sys
    device=c:\dos\emm386.exe ram
    dos=high,umb
    files=20
    buffers=20
    device=<your CD-ROM line here>

    (This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted. Consult your MS-DOS manual.)
12. Hold down the **<ALT>** key and type **F.**
13. Type **X <ENTER>**.
14. Type **A: <ENTER>**.
15. Type **EDIT AUTOEXEC.BAT <ENTER>**; DOS prompt is now gone and replaced by the DOS EDIT screen.
16. Type the following exactly as you see it. In the appropriate spaces, make sure you insert the mouse line and the CD-ROM line that you wrote down earlier.

@echo off
prompt pg
path=c:\dos
c:\ <your mouse line goes here>
c:\ <your CD-ROM line goes here>
(i.e. c:\<directory>\MSCDEX.EXE/<switches>..)

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted. Consult your MS-DOS manual.)

17. Hold down the **<ALT>** key and type **F.**
18. Type **X <ENTER>**.
19. Reboot your machine with the disk still in the drive.

When the boot process is complete:

1. If you chose the optimum installation option type **C: <ENTER>** OR
   If you chose the minimum installation option type the letter of your CD-ROM drive.
2. Type **CD SLH <ENTER>**.
3. Type the appropriate command as listed in *Installation.*

Credits

Game Design	Steve Meretzky
Art	Kinetic Arts (Cindy Kovalck, Peter Calabria, Tanya Isaacson), Paul Mock, Anne-Marie Cox, Mark Poesch
Music	Arfing Dog, Eric Heberling, Mike Verdu
Audio Production	Kathleen Bober, Charley Hardman
System Architecture	Duane Beck, Mark Poesch, Mike Verdu
System Programming	Duane Beck, Chip Kerchner Mark Poesch
Additional Programming	Leo DaCosta
Sound Effects	Duane Beck
Role Playing Interfaces	James Synoski. Duane Beck, Chip Kerchner, Mark Poesch
Package Design	Peggy Oriani
Production Coordination	Rosie Freeman
Cover Illustration	Francesco Santalucia
Testing	Alyssa Verdu, Jeremy Lam, Joven Malazo, Ron Gibson
Producers	Mike Verdu, Steve Meretzky

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National Park Service, Morristown National Historic Park
National Park Service, Edison National Historic Site
THAT Agency
Bob Bates
Jim Sullivan
New York Yankees Baseball Club

Voice Actor Credits

Kathleen Bober
Congregation Mother, Mysterious Figure, Old Hag, Supermom, Supplicant #5, Terrible Two, Vending Machine

Joe Brady
Tropical Oil Man

Brian Chetelat
George Steinbrenner, Hardware Merchant, Isotope Dispenser, McMutant, Steriod Man, Striker #1, Tiger, Toastbuster

Eric Cody
Andy Android, Congregation #2, Innkeeper Merchant, Mighty Magnitude, Miles Blowgood, Newspaper Boy, Professor Prescription, Suggester, Zaniac

Allyson Currin
Congregation #4, Huntington Birdwatcher, Mabelline, Madam, Mademoiselle Pepperoni, Matilda, Princess Glovebox, Princeton University Curator, Screaming Meemie, Striker #2, Supplicant #1

Arfing Dog
Congregation Member, Lawyer

John Dow
Captain Excitement, Congregation Member, Fleeing Superhero, General, One Armed Bandit, Poughkeepsie Warlord, Pushcart Vendor, Strapping Man, Striker #3,Striker #5, Supplicants #3, & 5, Villager

Rich Fogg
The Collector, Farmer Ben, Guard at Poughkeepsie Warlord's, Hobo, Princeton University Coach, Superhero League of Scranton Member, Supplicant #2, Tonawandan Soldier, Wild-looking Man

John Hansen
Chippawa & Tonawanda Warlords, King Midas, Manservant

David Hilder
Caped Cod, Congregation Member, Cultist, Princeton Birdwatcher, Shady-looking Figure, Shady-looking Fish, Shaman

Jimi Kinstle
Chicken From Hell, Pawnbroker Merchant, Piscataway Warlord, Striker #4, Traveler at Piscataway, Treader Man, Supplicant #4, Superhero League of Flushing Member

Mark Redfield
Doctor Entropy, General Frambeaux, General Lee, General Schwartzkopf, Intro, Narrator, Marketoon, Old Man, Weapons Merchant

Karol Skotarski
Congregation Member

Paul Skotarski
Acolyte, Automated Ferryboat, Bureau-Crat,Congregation #1, Congregation Member, Mega-Processor, Unrepeatable Bug, Young Boy, Young Kid (Ferrymen)

Gary Telles
Billy Martin, Dick Clark, Iron Tummy, Mickey Monster, One-eyed Ferryman, Rah Kett Leader, Robomop, Transistor Jowl, Weary Traveler, Wisest Man in the World, Yu Wen Leader

Barrett Whitener
Chippawa Soldier, High Priest at Piscataway, Tubecar, Yale Man #2

John Worley
Congregation #3, Congregation Member, High Priest at Paterson, Oxide Man, Yale Man #1

CD-ROM Audio recorded at Reuben Schmeuben Studio, White Plains, Maryland

About The Author

STEVE MERETZKY has been writing computer games since dinosaurs roamed the earth. Some of his less derided efforts include *Planetfall, Leather Goddesses of Phobos, Zork Zero, Spellcasting 101: Sorcerers Get All the Girls,* and *The Hitchhiker's Guide to the Galaxy* (in collaboration with Douglas Adams). He lives in Massachusetts with his spouse (Betty), two children (Danny and Sasha), a goldfish (Brownie), an imaginary toaster oven repairman (Clyde), and approximately 900 spiders (names unknown). Steve has never been indicted by a grand jury.

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